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Nintendo

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Disney's

TOY STORY

INSTRUCTION MANUAL

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

LIGHTYEA

SUPER NINTENDO ENTERTAINMENT SYSTEM

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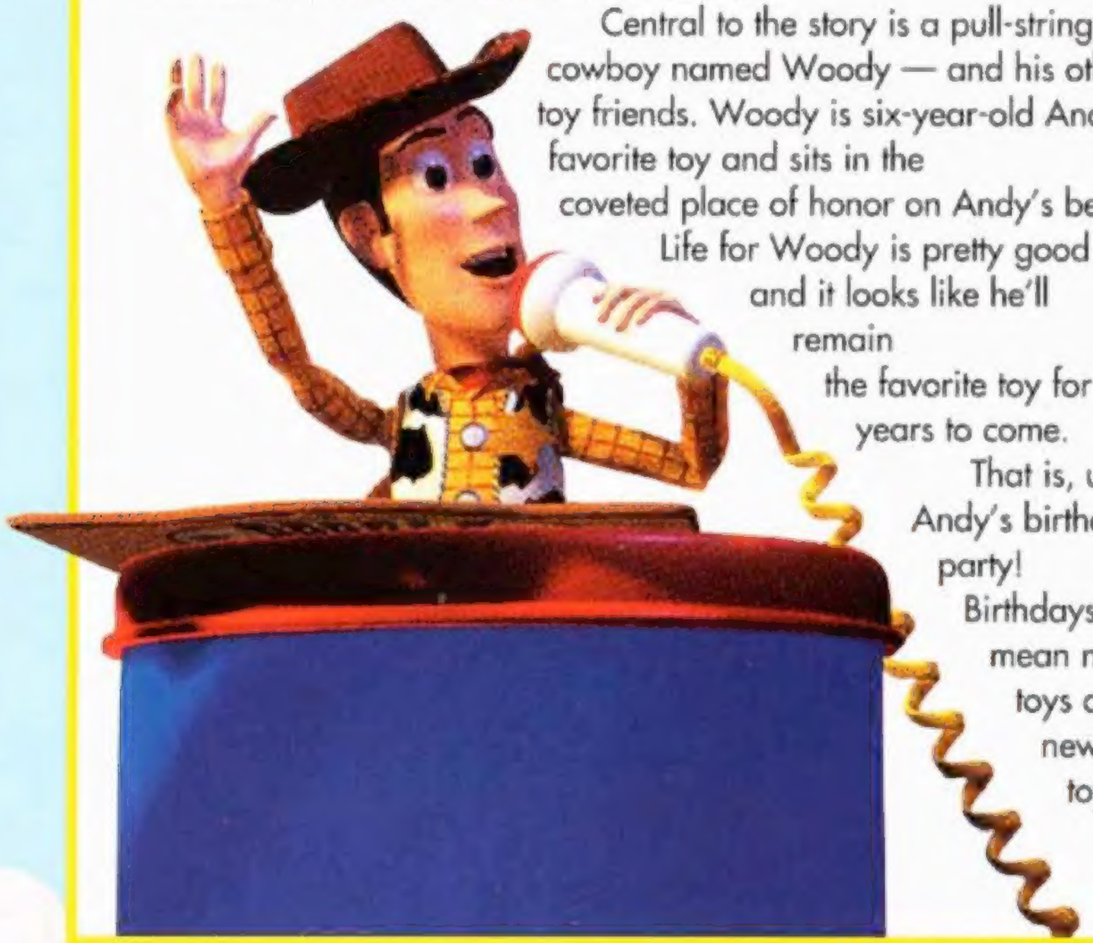
HEROES ARE MADE, NOT BORN

Welcome to Toy Story, a world where toys come to life when people are not present. It's an imaginative animated fantasy where a unique assortment of toys take on a life of their own and become involved in a series of comic misadventures.



Central to the story is a pull-string cowboy named Woody — and his other toy friends. Woody is six-year-old Andy's favorite toy and sits in the coveted place of honor on Andy's bed. Life for Woody is pretty good and it looks like he'll remain the favorite toy for years to come. That is, until Andy's birthday party! Birthdays mean new toys and new toys

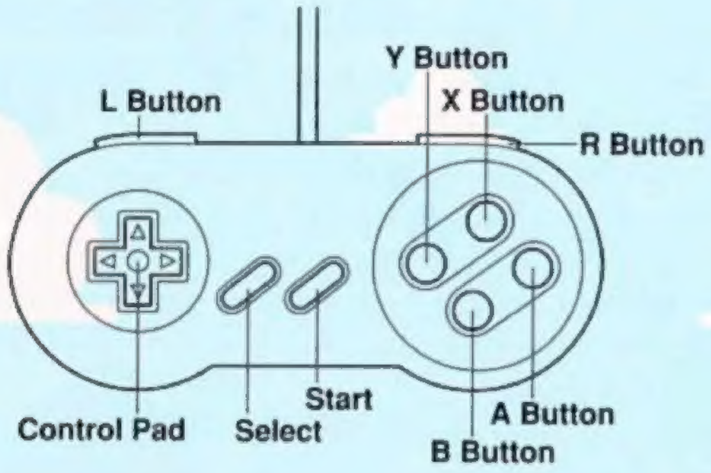
mean old toys may be forgotten! To be forgotten is one of the biggest fears that all toys share. Anxious to see if Andy received any new toys, Woody sends in the green army men on a recon mission to find out. Soon they hear the news that changes all of their lives as toys — there's a new toy in town named Buzz Lightyear. Buzz is the latest super-powered-karate-chopping-laser-blasting-space-hero-action-figure and it looks like he's an instant favorite with Andy!

This comes as a great shock to Woody, who now must cope with being #2 in Andy's world. His answer is to try to knock Buzz behind the dresser and into obscurity by using R. C. Car. Woody's plan backfires and he unintentionally sends Buzz out of Andy's window and into the real world. The rest of the toys see what happens and unite against Woody for sending Buzz to certain doom.

Woody takes it upon himself to rescue Buzz and restore peace to the world of Andy's toys.

CONTROLLING WOODY

You can't be a hero if you don't know how to move. Listed below are the buttons on the Super NES Control Pad you will be using to move Woody. They are: The Control Pad, Start, A Button, B Button.



The general controls for Woody are:

Control Pad - Use this button to move Woody around. Press Left or Right to make him walk in those directions. Since Woody is such a tall toy, you may need to press Down from time to time so he can duck under low hazards. You can also press Up (diagonally) an the Control Pad while Woody is using his pull-string to aim it higher.

A Button - Press this button to help Woody use his pull-string as a lasso! Woody can temporarily tie-up the other toys while he's trying to make it past them. He can also use his pull-string to swing across pitfalls by grabbing hooks.

Special Note: Sometimes he'll need to perform this maneuver a number of times in a row, so you better practice the move until you can almost do it with your eyes closed!

B Button - Press this button to make Woody jump. When Woody is moving hand-over-hand (from an overhead pipe or beam), press this button to make him release his grasp.

Start - Press this button to pause the action of the game. Press it again to resume game play.

GETTING STARTED

1. Set up your Super Nintendo Entertainment System.

2. Be sure that Controller #1 is plugged in properly.

3. Make sure that the power is turned off before you insert the Toy Story Game Pak. Put the Game Pak in the slot and press down firmly.

4. Turn the power on. You will see the Nintendo title screen, then the *Toy Story* title screen. The introduction to the game begins and you're on your way, partner!

THE GAME SCREENS

- **Stars** - These indicate the number of health points Woody has left. Every time Woody takes damage from a hit, he loses one star. When he falls off the screen or loses all of his stars, he loses one life.
- **Hats** - These indicate how many lives Woody has left in the game. When the last hat is lost, the game is over.

CONTROL OPTIONS

This screen alters the game to your liking. You can change the Control Pad configuration, number of tries per game, and storyline option. It's always helpful to start the game with more tries at first so you can get a good feel for the handling of the character and the settings.

The easier the game setting you choose, the more Hats and Continues you begin the game with. The Bonus Items are also affected by which level of difficulty you choose to play.

BONUS ITEMS

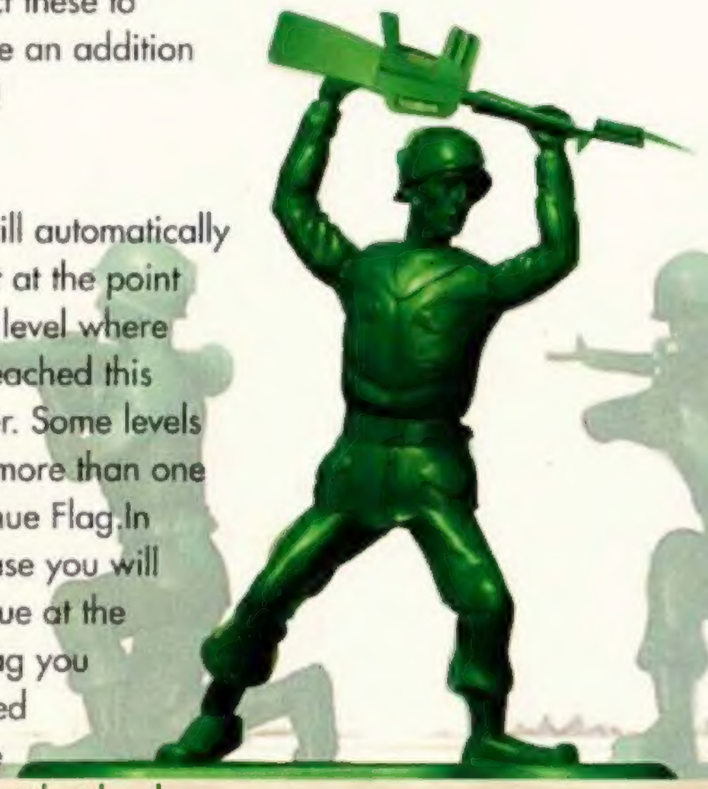
Not only can you have the adventure of a lifetime while playing the video game, but you can collect cool items while you're at it! The stuff listed below is spread out throughout the game (some pretty easy to find, others....).

Tin Stars Collect these to earn extra health points, lives and continues for Woody.

Gold Stars Collect these to earn instant health points.

Cowboy Hats Collect these to receive an addition al life!

Continue Flags You will automatically restart at the point in the level where you reached this marker. Some levels have more than one Continue Flag.In this case you will continue at the last flag you reached before you lost that level.



THEY BROKE THE MOLD AFTER THEY BUILT THESE GUYS...

WOODY

Mild mannered, yet a natural leader among toys, Woody has been Andy's favorite toy as long as anyone can remember. Losing his well-earned position as the #1 toy to Buzz Lightyear has unhinged Woody a bit. Since his plan to get rid of Buzz backfired, Woody has taken it upon himself to rescue Buzz from the perils of the world outside of Andy's room. He may just prove he's the best toy after all....

HAMM

This little piggy can be found near the most interesting and useful of objects. Hamm can be found in Andy's room, usually near an item that Woody needs to get his hands on. What did you expect from a piggy bank?

ROCKY GIBRALTAR

This toy is based on a former heavy-weight wrestler who was known for his massive strength in the ring. Rocky comes in handy when Woody needs to have something heavy moved.

MR. POTATO HEAD®

The master of facial expressions is the number one critic of anyone in charge. Mr. Potato Head® gets in the way from time to time and always seems to be trying to save face.

ETCH-A-SKETCH™

This silent but helpful character has important information for Woody. Etch comes up from time to time to offer assistance to Woody (when he seems lost).

BUZZ LIGHTYEAR

As Space Rangers go, Buzz Lightyear is the top model! The fact that he is a child's toy may hamper his intergalactic travel plans, but he first must figure this out for himself. Buzz is a spaceman's spaceman-ready to take on a universe of trouble with a smile on his face and a gleam in his eye! Whether proving his prowess as a flyer or dashing to another heroic space rescue, Buzz has enough daring for a platoon of toys. Who knows, he may just hit it off with Woody.

R. C. CAR

This speed demon shows up everywhere, usually just under foot. Woody uses R. C. at first to knock Buzz off of the dresser, but later needs R. C. to catch up to Andy and his family with Buzz in tow.

GREEN ARMY MEN

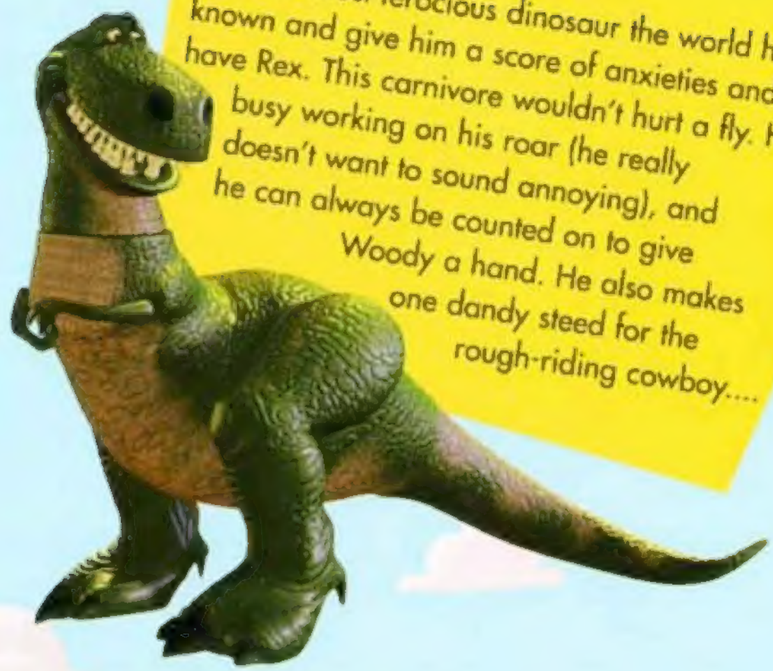
For a platoon of green troopers, these guys sure know how to see red — Code Red! Woody has them perform recon duty at Andy's birthday party and learns all about his new competitor for Andy's attention. You never know when these resourceful men in green will show up...

SCUD

Not a toy, but that nasty Sid's rotten little dog. Well, little by human standards, but gigantic from a toy's point of view. At Sid's house, the the worst fear of any toy is being turned into a chew toy. Scud will do his best to make any toy's worst nightmare come true.

REX

Take the most ferocious dinosaur the world has ever known and give him a score of anxieties and you have Rex. This carnivore wouldn't hurt a fly. He's busy working on his roar (he really doesn't want to sound annoying), and he can always be counted on to give Woody a hand. He also makes one dandy steed for the rough-riding cowboy....



SQUEEZE TOY ALIENS

Inhabitants of the arcade Claw Machine, these dizzy little guys have a one track mind — to escape to the world beyond, courtesy of THE CLAW. Woody has to collect the stray Squeeze Toy Aliens as he searches the inner workings of the arcade machine for a way out.

MUTANT TOYS

Andy's neighbor Sid has a nasty habit of creating warped toys from various parts and pieces of several toys. These "Mutant Toys," although scary looking, really mean well. They just had a rotten role model.

You will meet many other characters in your search to help Woody rescue Buzz. Some may be more familiar than you think!

THE *TOY STORY* WORLD

There are five fun-filled levels to *Toy Story* with several stages in each level. Listed in the next few pages are descriptions of each of the stages. Use this part of the manual as a guided tour of Woody's adventure!

LEVEL ONE ANDY'S ROOM

THAT OLD ARMY GAME

Woody must find a way to marshall the troops to perform a daring recon mission to discover what's up with Andy's birthday party. Get the green army men out of the room with one of the baby monitors by helping them past a few moving obstacles. Woody then has to make it to the other baby monitor to listen in. Note: You can earn more stars if you get all of the army men out!

RED ALERT!

The troops have returned to notify Woody that Andy is on his way back to his room. You have to find a way to get all of the wandering toys back into the big toy box or under Andy's bed before Andy returns to his room. This level is timed, so you better hurry! After all the toys are in place, Woody has to make it to his spot on the bed.

EGO CHECK

The competition is on! Woody has to keep up with Buzz to prove he's just as good as the laser totin' loud-guy. Buzz moves rather quickly — you must keep up with him or you'll have to try, try again. Make it out intact to face your first big boss challenge!

BIG BOSS CHALLENGE

Woody is sad to wake up in the toy box. His imagination creates a nightmare version of Buzz who shoots real lasers! Woody must conquer his fears (of Buzz) to escape this stage.

1

THE *TOY STORY* WORLD, cont.

LEVEL TWO ANDY'S ROOM, PART II

BUZZ CLIP

Woody tries to use R. C. Car to knock Buzz behind the dresser so Andy will forget his new toy (and remember his old pal, Woody). Unfortunately, this effort only creates a whole new headache as Woody accidentally knocks Buzz out of the window!

REVENGE OF THE TOYS

With Buzz out of the picture permanently, the toys align against Woody. They saw Woody knock Buzz out of the window to a fate worse than being forgotten... Now Woody has to make it out of Andy's room to help Buzz and clear his name with the toys. The big problem here, however, is that ALL of the toys are scared of him and he now must escape a room full of terrified toys!

RUN REX, RUN!

This cowboy has never ridden a panic-striken dinosaur before, but if it's the only way out to help Buzz, well then, Woody's going to give it a go! Look out for low flying paratroopers and a really miffed R. C. Car ready to take Woody out of action!

ANOTHER BIG BOSS AREA

Now that you've made it out of Andy's room, you're face to face with the real Buzz Lightyear (not just a nightmare version), ready to rock your universe for giving him the heave-ho!

LEVEL THREE PIZZA PLANET

FOOD & DRINK

Woody and Buzz must sneak into Pizza Planet the only way two toys can — wrapped up in a Mega Gulp cup and a burger container. Avoid getting hit by falling food, and remember to duck when people walk by. And you thought *your* room was messy....

INSIDE THE CLAW MACHINE

Buzz climbed into the claw machine and now it's up to a certain cowboy to bail him out. Woody discovers the inner workings of the machine are not toy-friendly as he dashes from one precarious vantage point to another. Be sure to time those jumps well...

REALLY INSIDE THE CLAW MACHINE

Your perspective changes radically in this 1st person view of the Claw Machine! You're looking for a quick way out and it seems the Squeeze Toy Aliens are the only ticket. Maneuver through the warped guts of the Claw Machine collecting your three-eyed buddies to deposit them in the holding bin.

THE THIRD BIG BOSS AREA

Prepare for your inevitable encounter with... The Claw!!!!! You'll have to find a way to knock Buzz out of the Claw's grasp.

3

THE TOY STORY WORLD, cont.

LEVEL FOUR SID'S ROOM

SID'S WORKBENCH O'HORRORS
If you thought The Claw was tough, wait till you see what Sid has in store for Woody! Dodge all the booby traps and hidden horrors lurking about this sinister room and by all means, KEEP MOVING!

BATTLE OF THE MUTANT TOYS
One of Sid's devious little hobbies is to take parts from one perfectly good toy and use them to create a terrible new scary creation. These Mutant Toys strike fear into the heart of Woody and our cowboy hero must use Buzz's karate-chop action to defend himself. What's a normal toy to do?

ROLLER BOB
Woody rides Roller Bob, a mutant toy with a taste for speedy get-aways! This helps because they are both being dogged by Scud all the way to freedom. All Woody has to do is ride Roller Bob before Scud catches him and turns him into toothpicks. The moves you learned riding Rex will come in handy here.

4

THE *TOY STORY* WORLD, cont.

LEVEL FIVE ANOTHER ROAD PICTURE

LIGHT MY FIRE

Woody and Buzz are trying to catch up to the moving van that contains all of Andy's other toys by hitching a ride on R.C. Car. Try to control this high-velocity team as they scream down the highway.

ROCKET MAN

The final stage involves some pretty tricky flying (courtesy of Buzz Lightyear), and some daredevil maneuvering! Try to find the best spot you can to land Woody and Buzz. If nothing else, these two heroes may have finally learned to get along with each other.

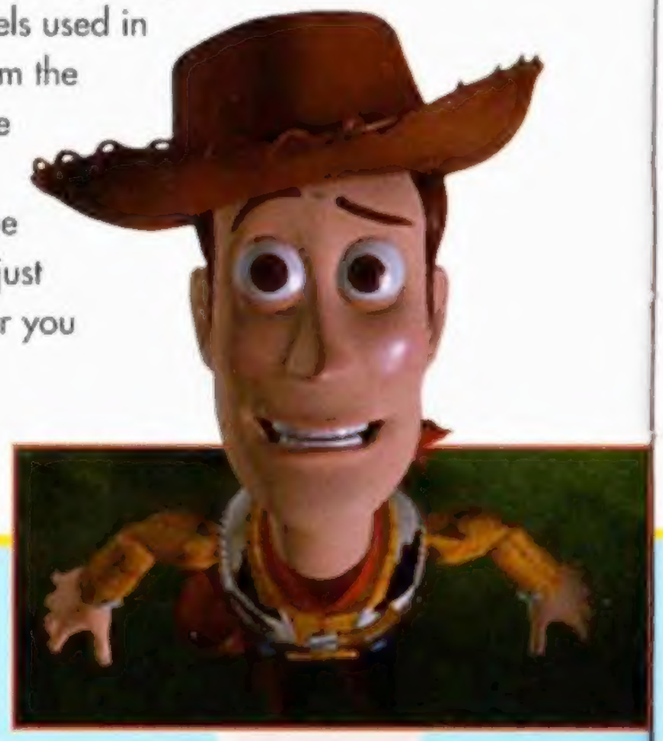
Disney's

TOY STORY

THE MAKING OF WOODY

Pixar, the Northern California-based production company, and Walt Disney Feature Animation have combined forces to create the first full-length 3-D computer generated animated feature, *Toy Story*. You may have seen the film by now, but what you may not have heard is how this pioneering event has hit the 16-bit video game arena as well!

Traveller's Tales, Disney Interactive and Pixar, have collaborated on the title you have in your hands, *Toy Story* — the video game. In fact, the models used in this game were taken directly from the same sources as those used in the film. When you play Woody in the video game, you really get the feeling that you *are* Woody, not just something similar to the character you remember in the film.



The process for creating Woody for this video game is identical to the way he was built for the film. Artists start by making a "wireframe" of the character. This is how the computer initially sees the image. Once the image is approved, the artist uses the wireframe to create a Rough "Polly" (or Polygon), of the character. This is where the areas between the wires are initially filled in. If something doesn't look right with the character, the artist usually can see it at this stage.

Highlights are added to the model at this point. This shows how light is reflected off the surface of the character as well as the specific parts of the character that are affected by small lighting changes. The next step is to add the final texture maps to the character. Everything seen in the game has its own texture, from Woody's flannel shirt to Buzz's helmet.

As you discover Woody's adventures in this game, you will relive some of the funniest and most daring moments from the film. This time, however, you control the outcome. While the story and goals remain true to the movie, it's up to you to pull Woody's string and make him the true cowboy hero he was meant to be!

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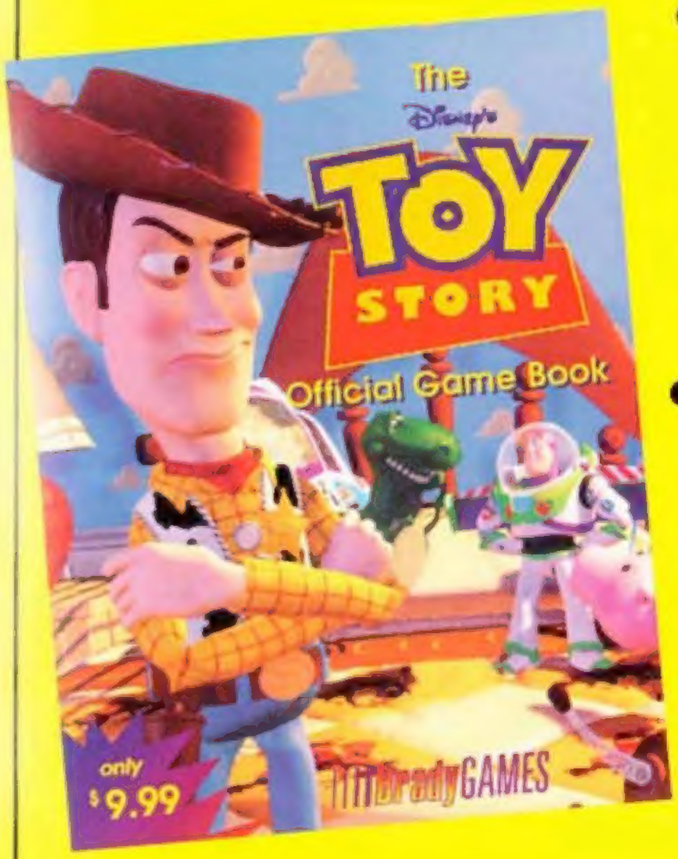

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